

Appendix A: Pending Claims

1. A hand-held device for providing a game service in a game playing area comprising:
 - a wire-less communication interface;
 - a display screen;
 - a microprocessor;

wherein the microprocessor receives game service transaction information from an input mechanism and sends game service transaction information to an output mechanism using the wire-less communication interface and generates one or more game service interfaces on the display screen for providing a game service transaction that enables the game service.

2. The hand-held device of claim 1, further comprising:
 - a memory storing the game service transaction information from one or more game service transactions.
3. The hand-held device of claim 2, wherein the memory is removable from the hand-held device.
4. The hand-held device of claim 1, wherein the display screen is a touch screen.
5. The hand-held device of claim 1, wherein the wire-less communication interface is a spread spectrum or an infra-red communication interface.
6. The hand-held device of claim 1, wherein the input mechanism is a card reader, a bar-code reader, a gaming machine, a transaction server, a storage device, a key board, a touch screen, a microphone or a personal digital assistant.

7. The hand-held device of claim 1, wherein the output mechanism is a card reader, a printer, a transaction server, a gaming machine, a personal digital assistant or a storage device.

8. The hand-held device of claim 1, wherein the game service is a ticket validation, a prize service, a food service, an accommodation service, or a gaming operations service.

9. The hand-held device of claim 1, wherein the game service is EZ pay ticket validation.

10. The hand-held device of claim 1, wherein the game service interface is a registration interface, a transaction reconciliation interface, a prize validation interface, a ticket validation interface, a food service interface, an accommodation service interface, a gaming operation interface, a login interface, voice interface, or an input/output interface.

11. The hand-held device of claim 1, wherein the game service interface is an EZ pay ticket validation interface.

12. The hand-held device of claim 1, wherein the game service transaction is a ticket validation request, a ticket validation reply, operator information, a prize validation request, a prize validation reply, a food service request, a food service reply, an accommodation request, an accommodation reply, a maintenance request, a maintenance reply, a print request, a print reply, or a transaction confirmation.

13. The hand-held device of claim 1, wherein the game service transaction is an EZ pay ticket validation request or an EZ pay ticket validation reply.

14. The hand-held device of claim 1, wherein the game service transaction information is player tracking information, a bar code for an award, a bar code for a prize, a bar code for a food service, and a bar code for a accommodation service or a EZ pay ticket bar code.

15. The hand-held device of claim 1, wherein the game playing area is a casino, a restaurant, a hotel, a bar, or a store.

16. A method for providing a game service in a game playing area using a hand-held device, the method comprising:

contacting a game player in the game playing area;

selecting a game service interface on the hand-held device;

inputting game service transaction information;

validating the game service transaction information; and

providing a game service wherein the game service is comprised of one or more game service transactions.

17. The method of claim 16, further comprising:

prior to contacting the game player,

assigning a hand-held device to a game service representative.

18. The method of claim 16, further comprising:

generating a receipt for the game service transaction.

19. The method of claim 16, further comprising:

unassigning the hand-held device to a game service representative.

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20. The method of claim 16, further comprising:
reconciling a transaction history stored on a memory on the hand-held device.
21. The method of claim 16, wherein the game service interface is a registration interface, a transaction reconciliation interface, a prize validation interface, a ticket validation interface, a food service interface, an accommodation service interface, a gaming operation interface, a login interface, voice interface, or an input/output interface.
22. The method of claim 16, wherein the game service transaction is a ticket validation request, a ticket validation reply, player tracking information, operator information, a prize validation request, a prize validation reply, a food service request, a food service reply, an accommodation request, an accommodation reply, a maintenance request, a maintenance reply, a print request, a print reply, or a transaction confirmation.
23. The method of claim 16, wherein the game service transaction information is player tracking information, a bar code for an award, a bar code for a prize, a bar code for a food service, a bar code for an EZ pay ticket and a bar code for a accommodation service.
24. The method of claim 16, wherein game service transaction information is input from a card reader, a bar-code reader, a gaming machine, a transaction server, a storage device, a key board, a touch screen, a microphone or a personal digital assistant.
25. The method of claim 16, further comprising:
outputting the game service transaction information to an output mechanism including a printer, a personal digital assistant, a smart card, a transaction server, a gaming machine, or a storage device.
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